

FIG.1

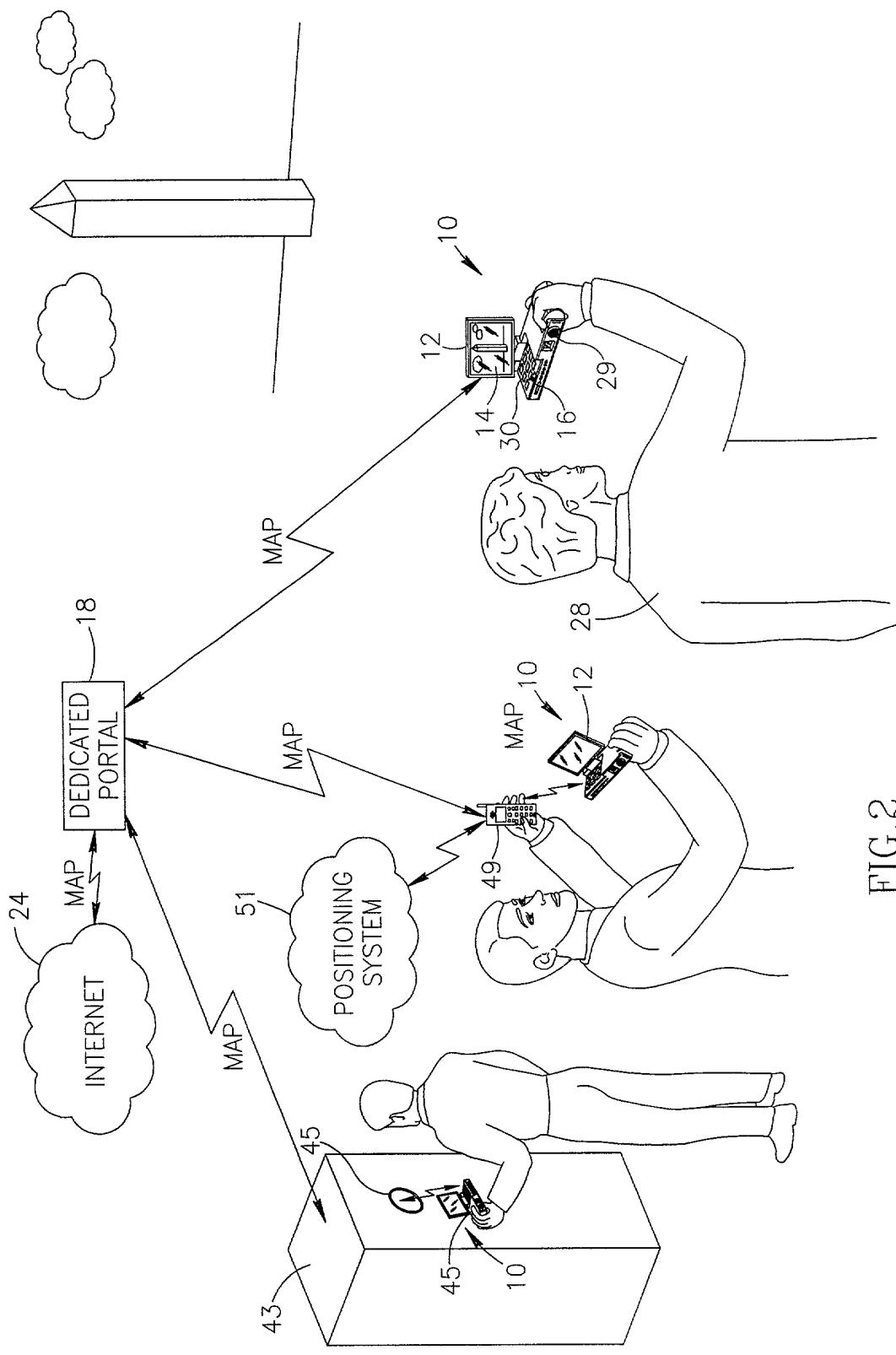


FIG.2

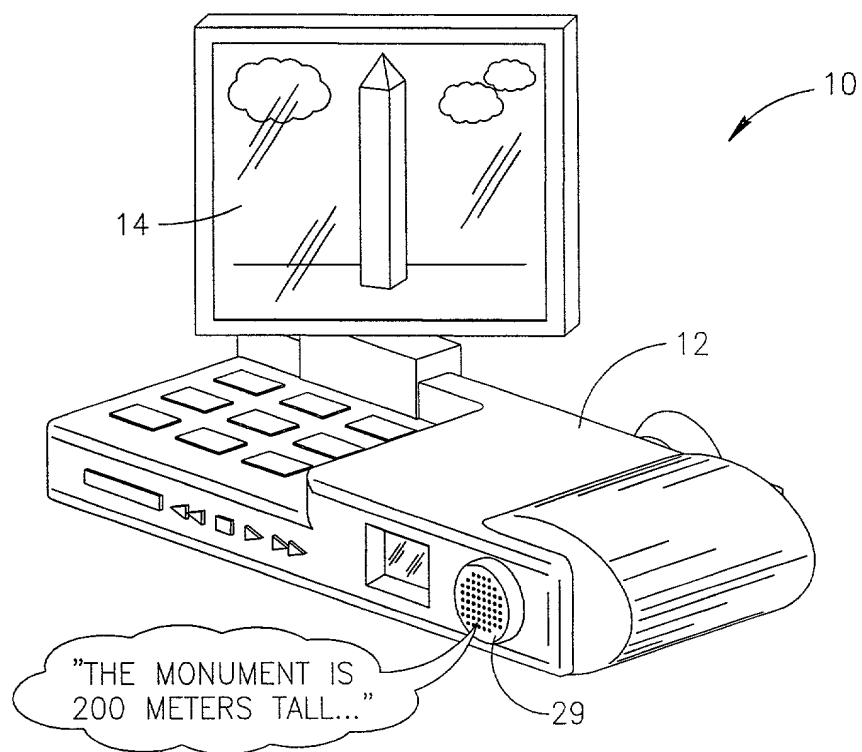


FIG. 3A

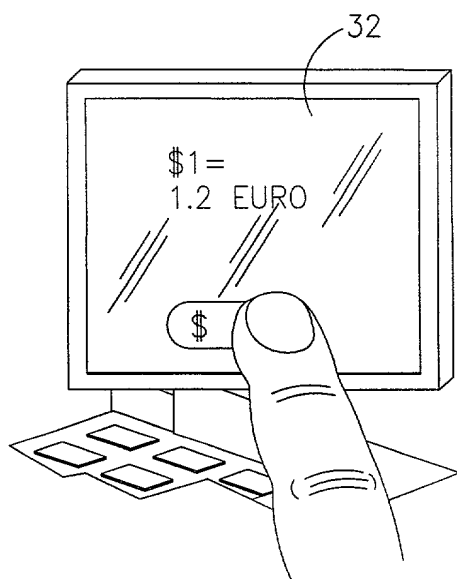


FIG. 3B

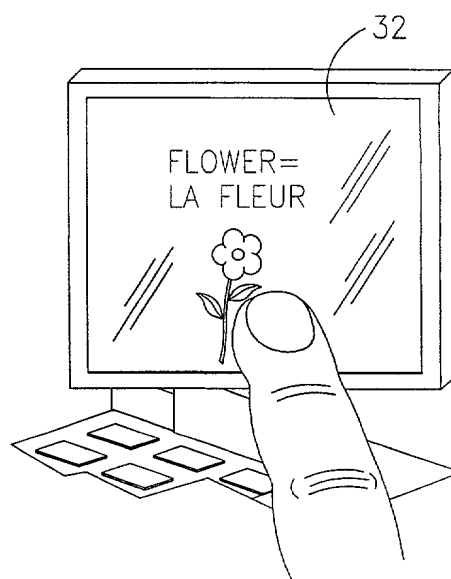


FIG. 3C

FIG. 4 is a schematic diagram of a system for providing a user with a virtual reality experience. The system includes a user 10, a virtual reality headset 12, a communications portal 36, a virtual reality environment 34, and a virtual reality display 38. The user 10 is shown wearing the virtual reality headset 12 and holding a controller 28. The communications portal 36 is shown as a rectangular box with the text "COMMUNICATIONS PORTAL" inside. The virtual reality environment 34 is shown as a 3D scene with a table, a chair, and a virtual reality display 38. The virtual reality display 38 is shown as a rectangular box with a 3D scene inside. The system is shown in a perspective view.

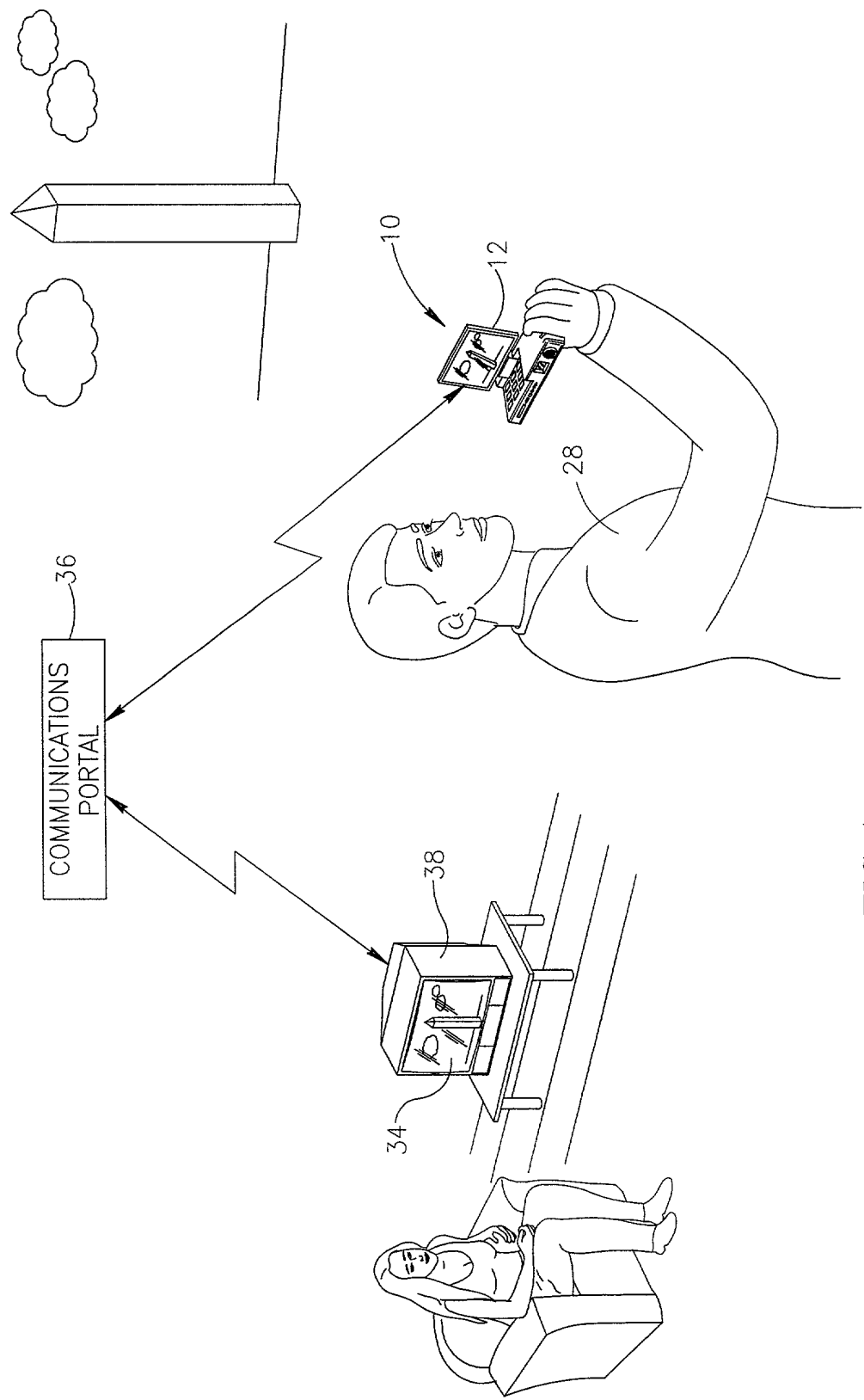


FIG.4